

FIG. 1

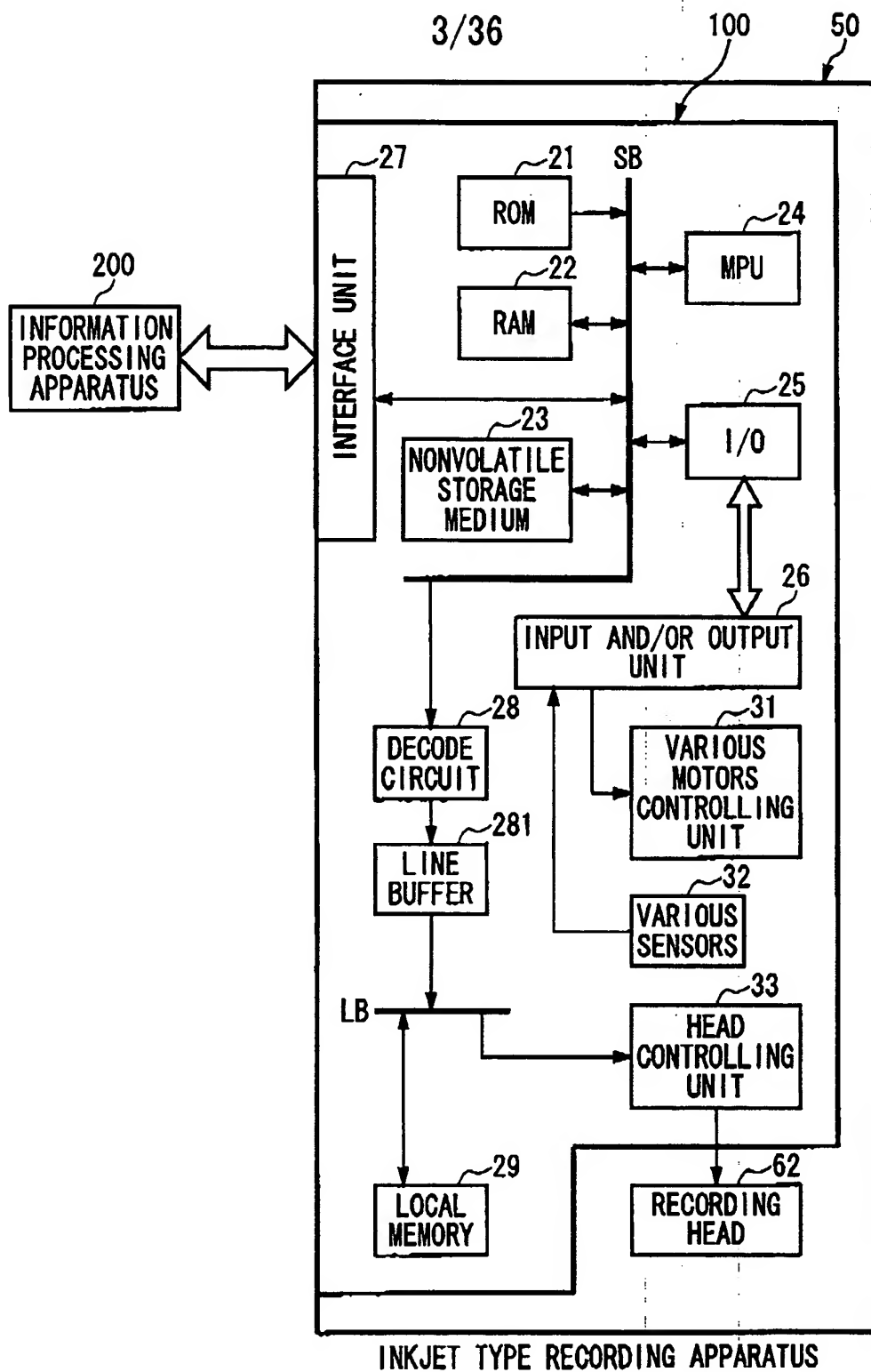


FIG. 3

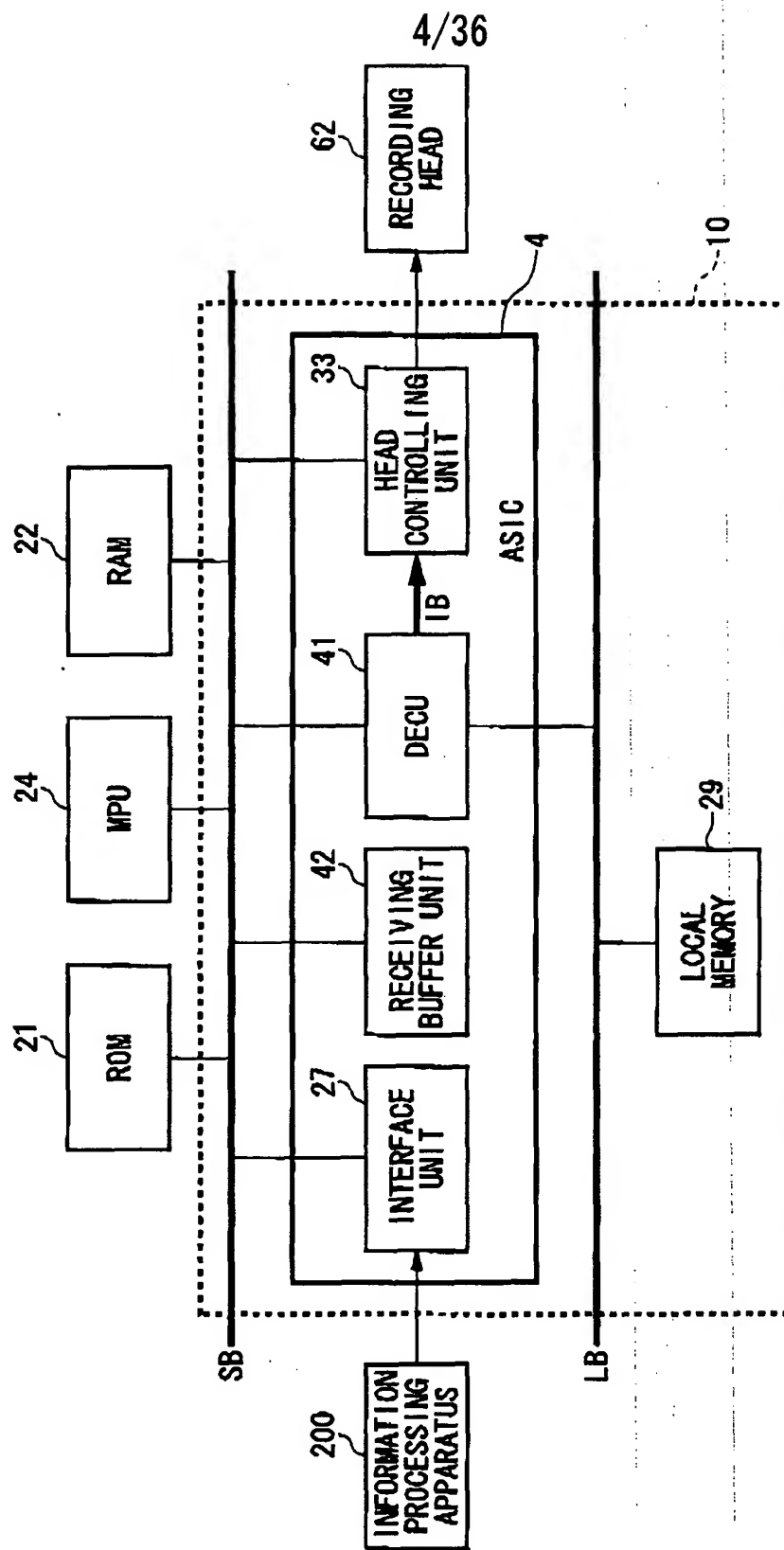


FIG. 4

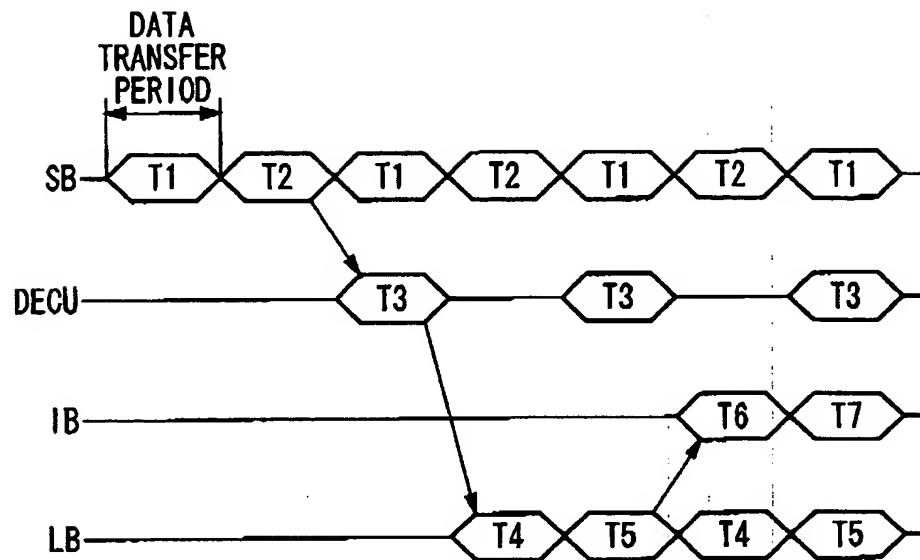


FIG. 5

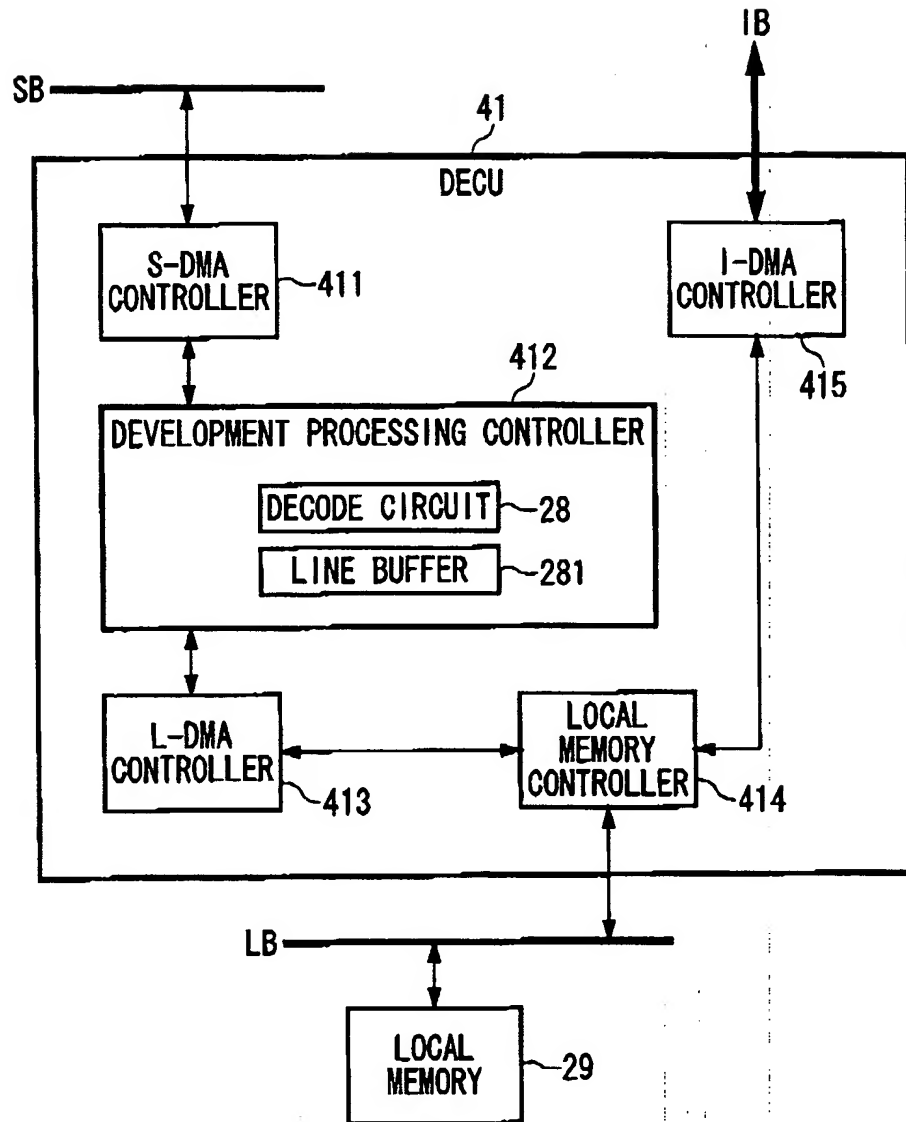


FIG. 6

- MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
- LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
- NUMBER OF BYTES IN 1 LINE: 16 BYTES

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OPERATING CONDITIONS

MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS

LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS

1 LINE BYTE: 16 BYTES

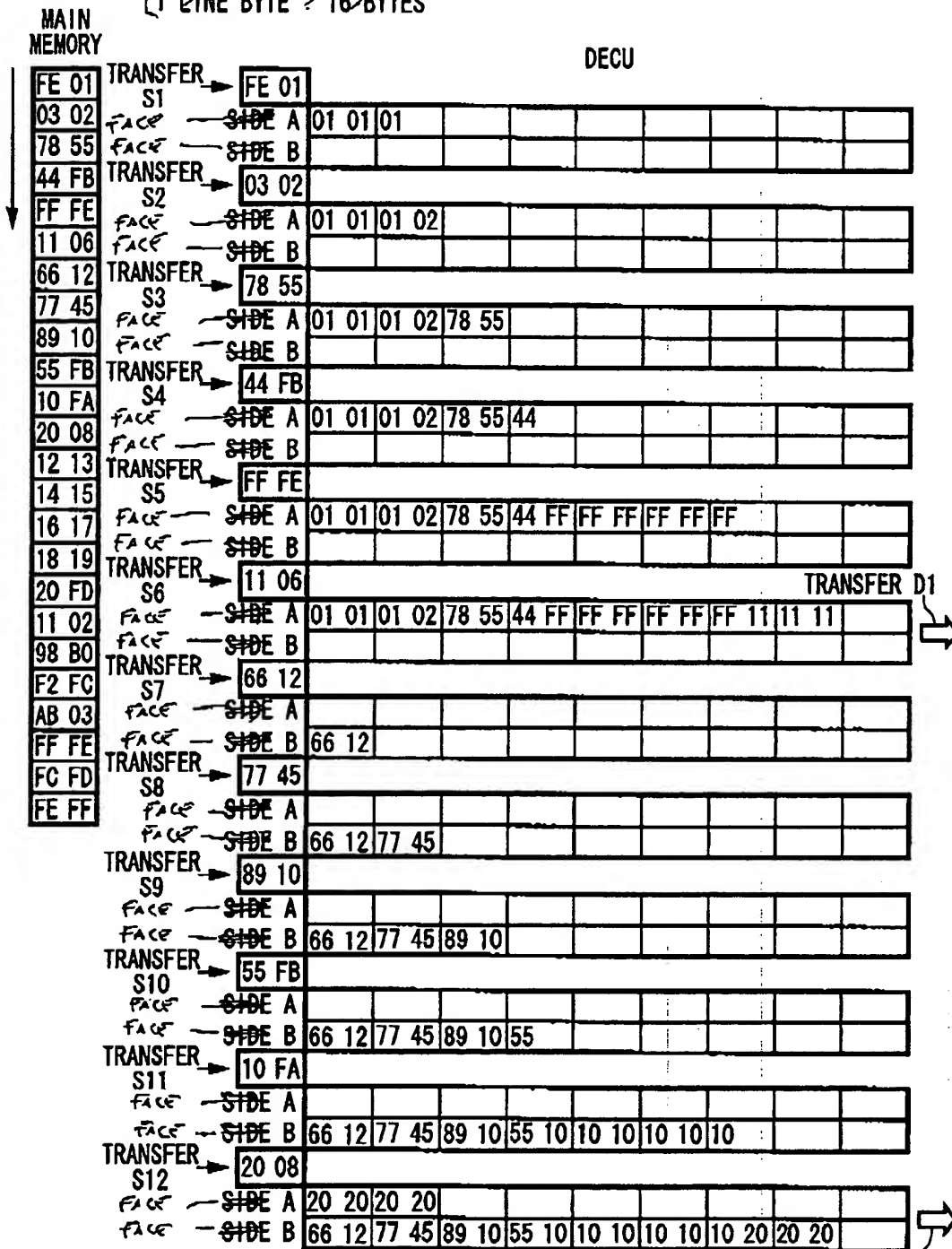


FIG. 7

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:

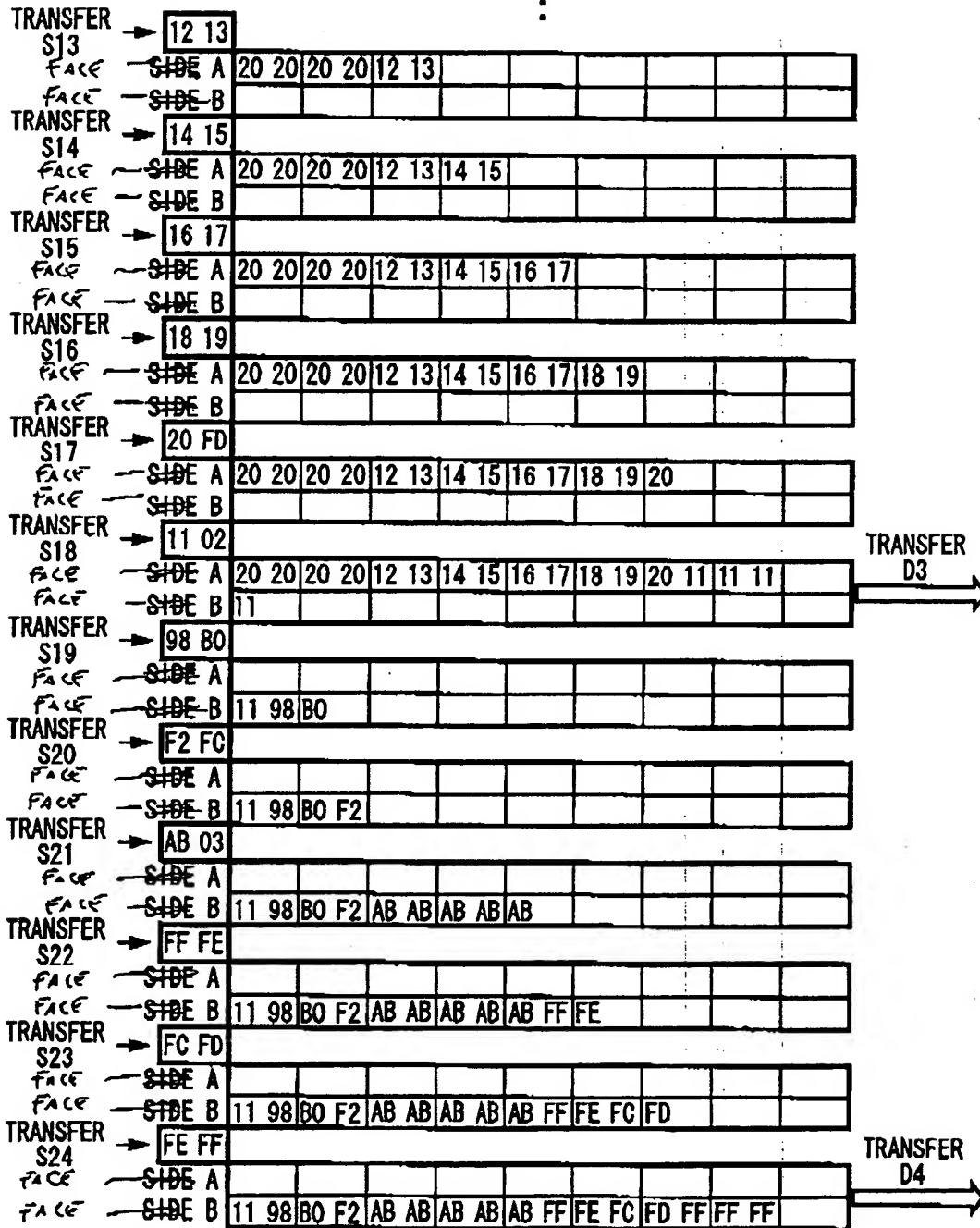


FIG. 8

: NO VERTICAL LINE REARRANGEMENT
 : TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16x4)
 : NUMBER OF BYTES IN 1 LINE: 16 BYTES
 : NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE
 GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16x4)
 1 LINE BYTE NUMBER: 16 BYTES
 DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 9A

D1→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 9B

D2→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	20
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 9C

D3→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	20
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	11
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 9D

D4→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	20
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	11
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	FF

VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16 X 4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16 X 4)

1 LINE BYTE NUMBER: 16 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 10A

D1↓

01 01	00 00	00 00	00 00	...	00 00
01 02	00 00	00 00	00 00	...	00 00
78 55	00 00	00 00	00 00	...	00 00
44 FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF FF	00 00	00 00	00 00	...	00 00
FF 11	00 00	00 00	00 00	...	00 00
11 11	00 00	00 00	00 00	...	00 00

FIG. 10B

D2↓

01 01	66 12	00 00	00 00	...	00 00
01 02	77 45	00 00	00 00	...	00 00
78 55	89 10	00 00	00 00	...	00 00
44 FF	55 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF FF	10 10	00 00	00 00	...	00 00
FF 11	10 20	00 00	00 00	...	00 00
11 11	20 20	00 00	00 00	...	00 00

FIG. 10C

D3↓

01 01	66 12	20 20	00 00	...	00 00
01 02	77 45	20 20	00 00	...	00 00
78 55	89 10	12 13	00 00	...	00 00
44 FF	55 10	14 15	00 00	...	00 00
FF FF	10 10	16 17	00 00	...	00 00
FF FF	10 10	18 19	00 00	...	00 00
FF 11	10 20	20 11	00 00	...	00 00
11 11	20 20	11 11	00 00	...	00 00

FIG. 10D

D4↓

01 01	66 12	20 20	11 98	...	00 00
01 02	77 45	20 20	B0 F2	...	00 00
78 55	89 10	12 13	AB AB	...	00 00
44 FF	55 10	14 15	AB AB	...	00 00
FF FF	10 10	16 17	AB FF	...	00 00
FF FF	10 10	18 19	FE FC	...	00 00
FF 11	10 20	20 11	FD FF	...	00 00
11 11	20 20	11 11	FF FF	...	00 00

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER: 16 BYTES

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OPERATING CONDITIONS

MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS
 LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS
 1 LINE/BYTE: 16 BYTES

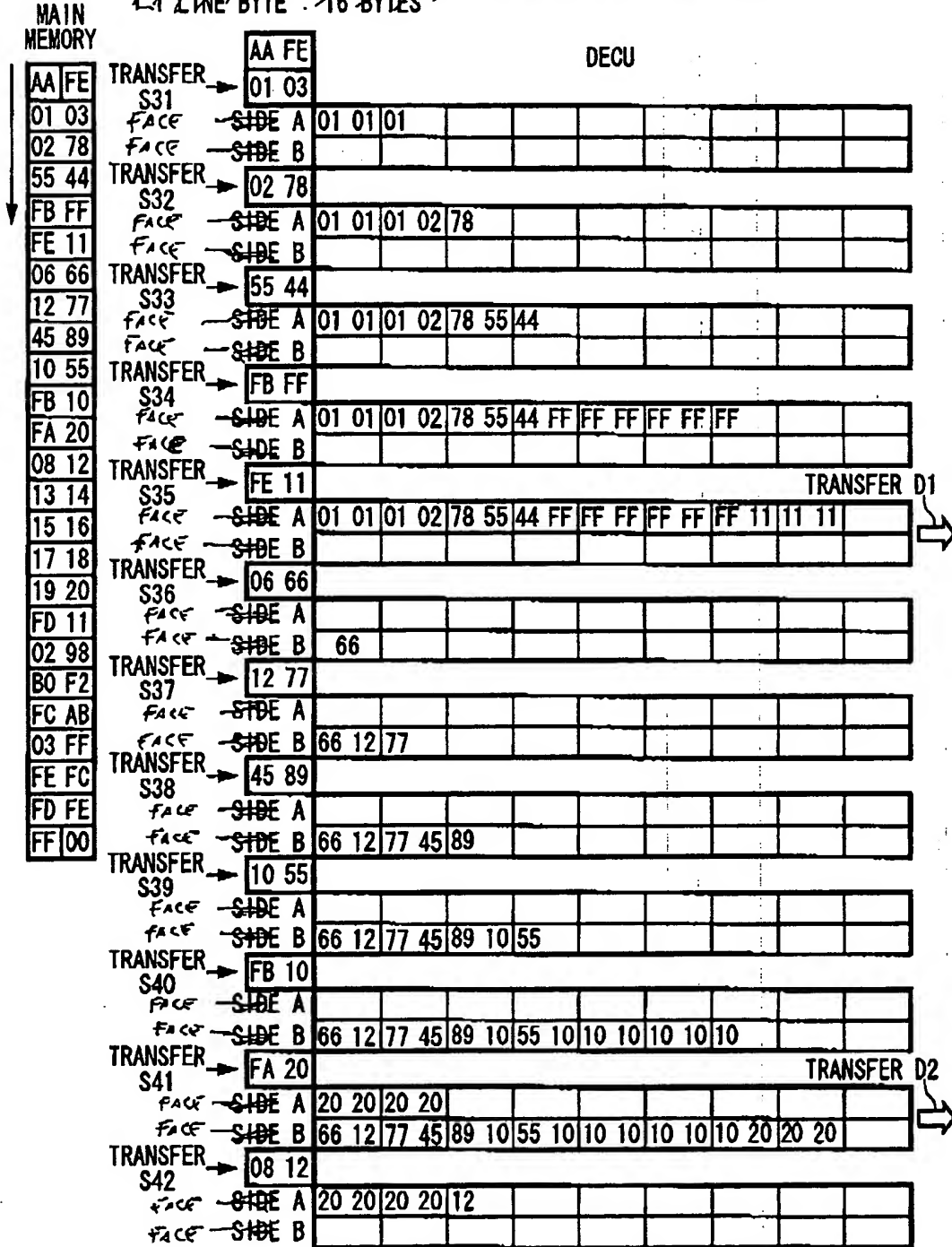


FIG. 11

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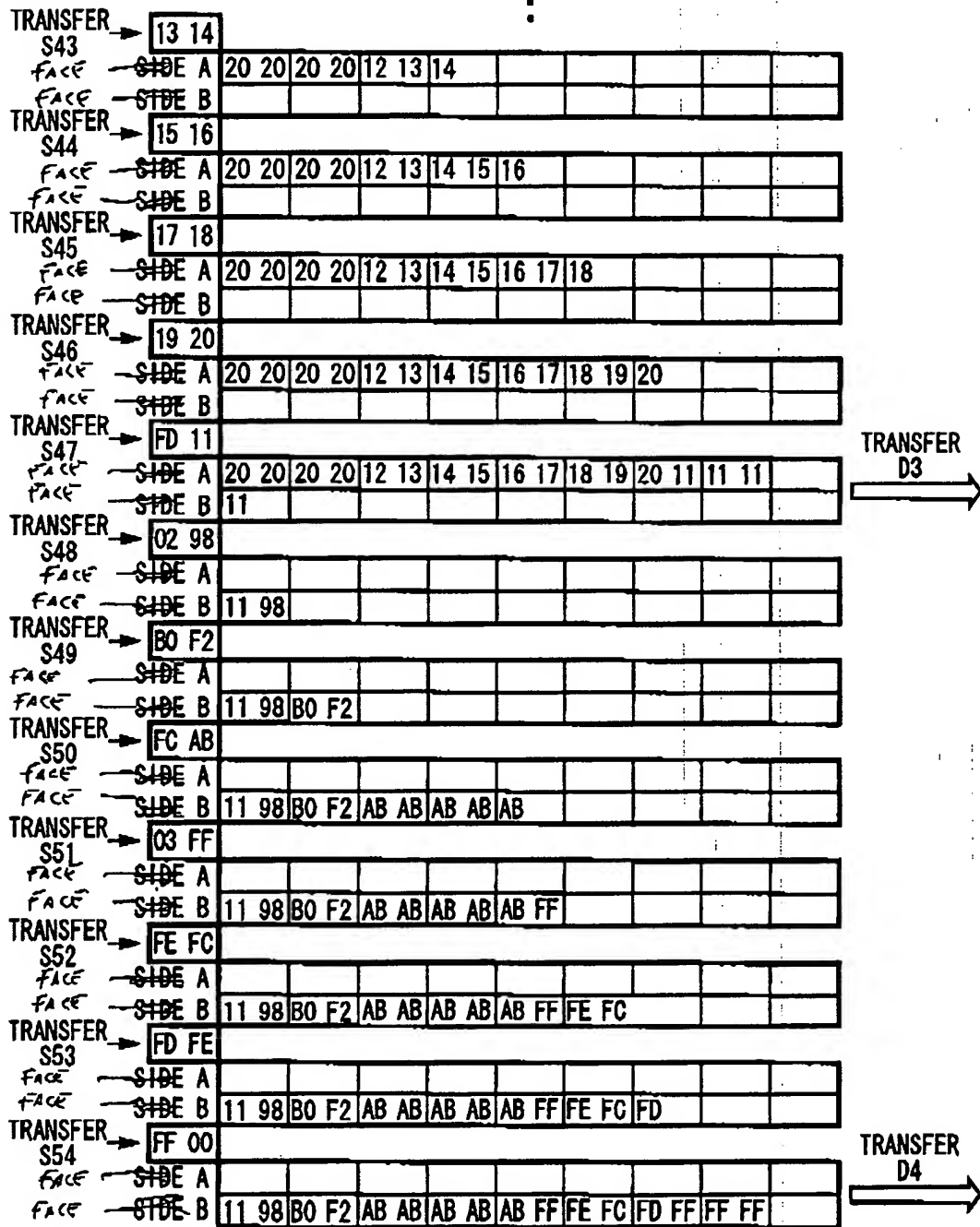


FIG. 12

NUMBER OF 1 LINE BUFFER: 15 BYTES

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OPERATING CONDITIONS

~~MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS~~

~~LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS~~

4 LINE/ BYTE: 15 BYTES

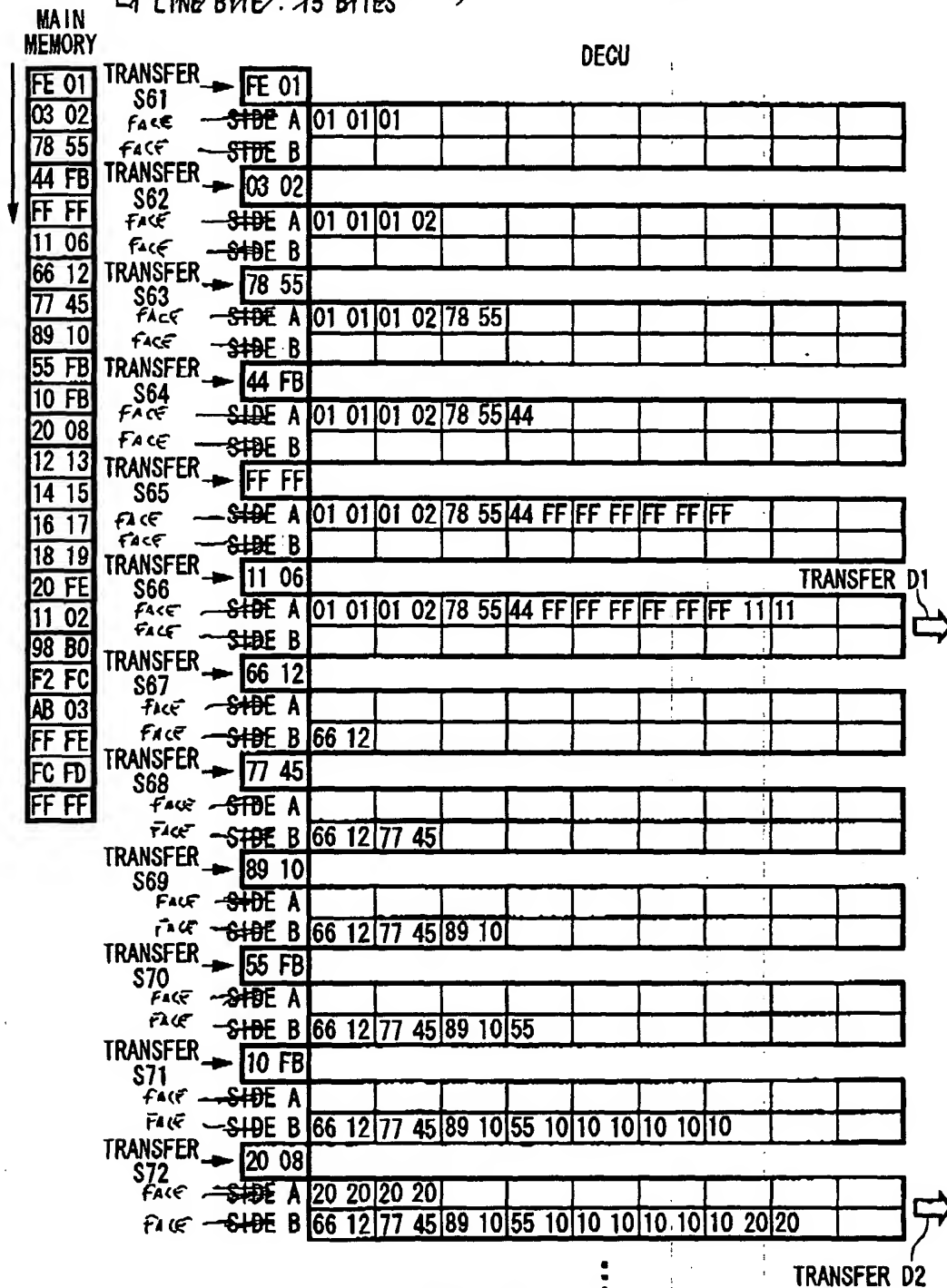


FIG. 13

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⋮

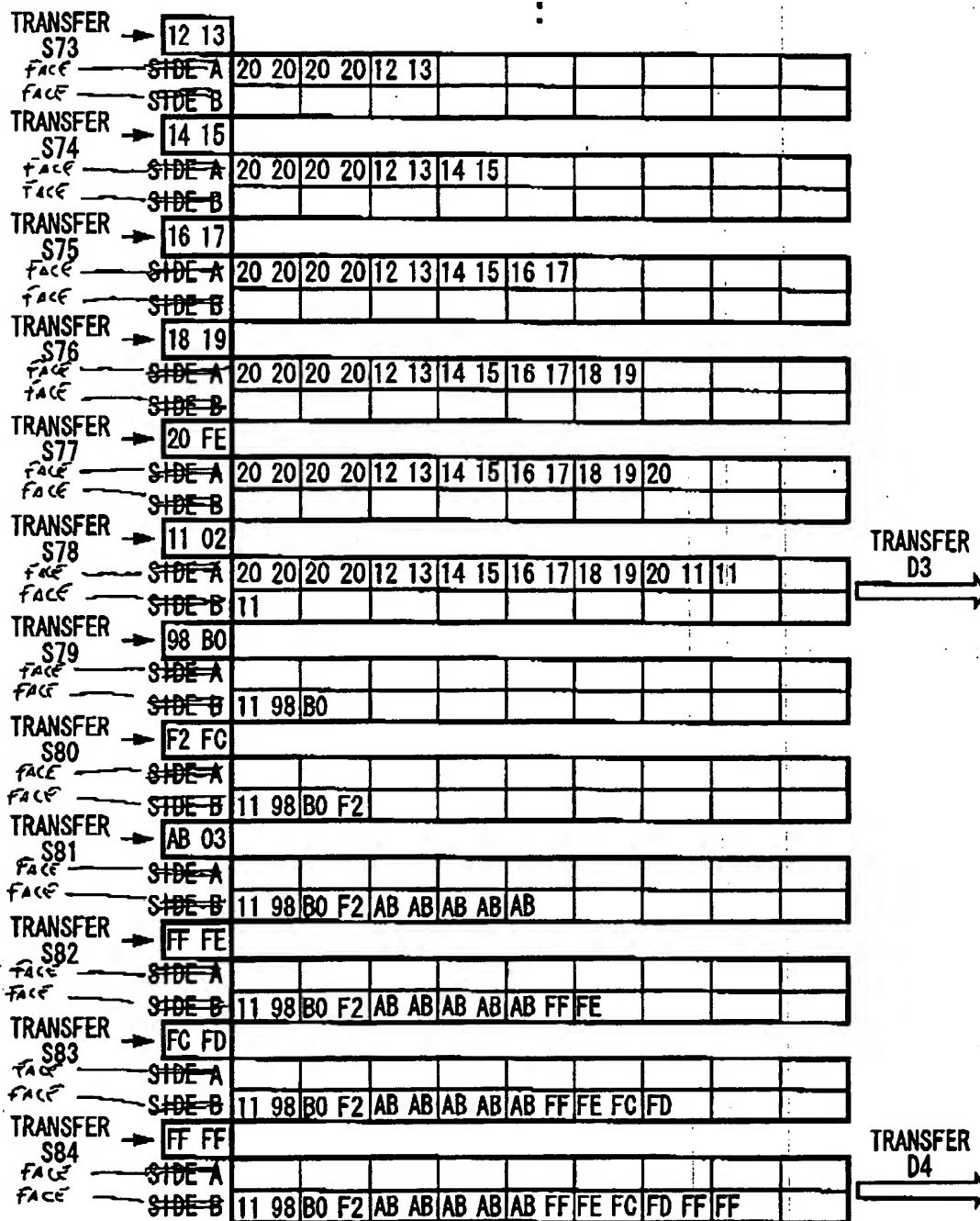


FIG. 14

VERTICAL LINE REARRANGEMENT: PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15x4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITION

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 x 4)

1 LINE BYTE NUMBER: 15 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 15A

D1↓

01	01	00	00	00	00	00	00	...	00	00
01	02	00	00	00	00	00	00	...	00	00
78	55	00	00	00	00	00	00	...	00	00
44	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	11	00	00	00	00	00	00	...	00	00
11	00	00	00	00	00	00	00	...	00	00

FIG. 15B

D2↓

01	01	66	12	00	00	00	00	...	00	00
01	02	77	45	00	00	00	00	...	00	00
78	55	89	10	00	00	00	00	...	00	00
44	FF	55	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	11	10	20	00	00	00	00	...	00	00
11	00	20	00	00	00	00	00	...	00	00

FIG. 15C

D3↓

01	01	66	12	20	20	00	00	...	00	00
01	02	77	45	20	20	00	00	...	00	00
78	55	89	10	12	13	00	00	...	00	00
44	FF	55	10	14	15	00	00	...	00	00
FF	FF	10	10	16	17	00	00	...	00	00
FF	FF	10	10	18	19	00	00	...	00	00
FF	11	10	20	20	11	00	00	...	00	00
11	00	20	00	11	00	00	00	...	00	00

FIG. 15D

D4↓

01	01	66	12	20	20	11	98	...	00	00
01	02	77	45	20	20	B0	F2	...	00	00
78	55	89	10	12	13	AB	AB	...	00	00
44	FF	55	10	14	15	AB	AB	...	00	00
FF	FF	10	10	16	17	AB	FF	...	00	00
FF	FF	10	10	18	19	FE	FC	...	00	00
FF	11	10	20	20	11	FD	FF	...	00	00
11	00	20	00	11	00	FF	00	...	00	00

NO VERTICAL LINE REARRANGEMENT
 TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15X4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 X 4)

1 LINE BYTE NUMBER: 15 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 16A

D1→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16B

D2→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16C

D3→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 16D

D4→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	00

LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS

NUMBER OF 1 LINE BUFFERS: 15 BYTES

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OPERATING CONDITIONS

MAIN MEMORY: RUN LENGTH DATA START ADDRESS: EVEN ADDRESS

LOCAL MEMORY: IMAGE DATA START ADDRESS: EVEN ADDRESS

1 LINE BYTE: 15 BYTES

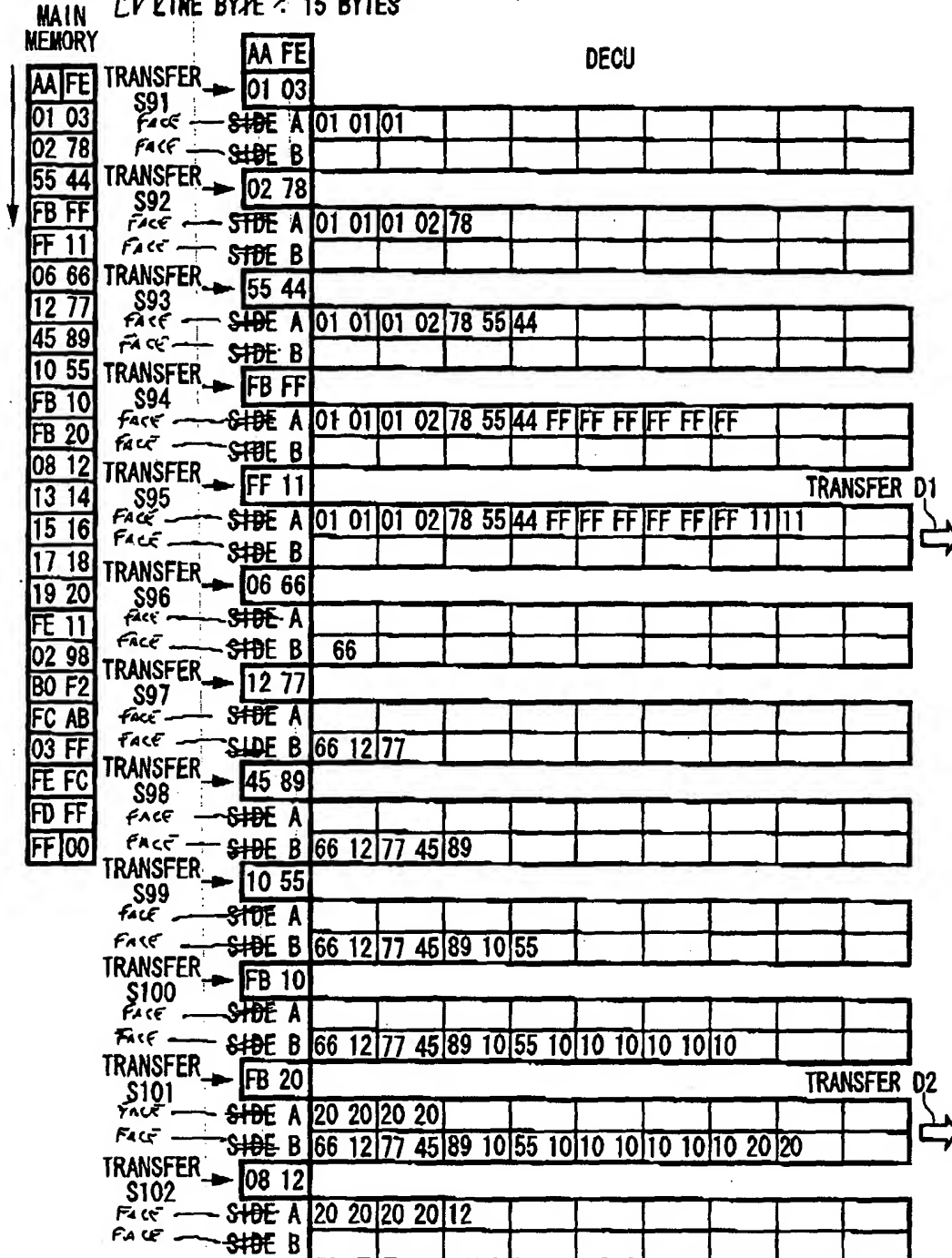


FIG. 17

...



- MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
- LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
- NUMBER OF 1 LINE BUFFER: 16 BYTES

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OPERATING CONDITIONS

MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS
 LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS
 1 LINE BYTE: 16 BYTES

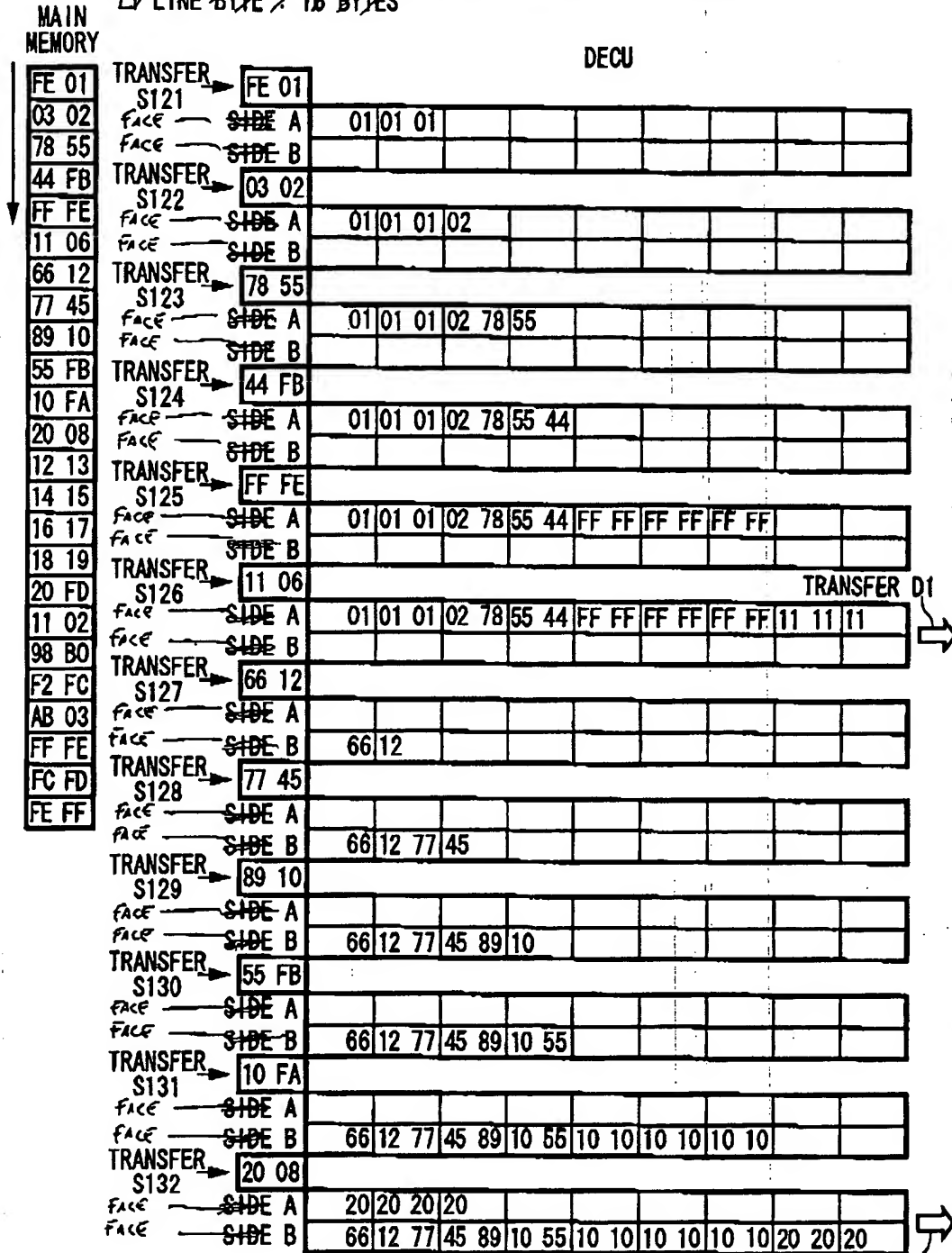


FIG. 19

TRANSFER D2

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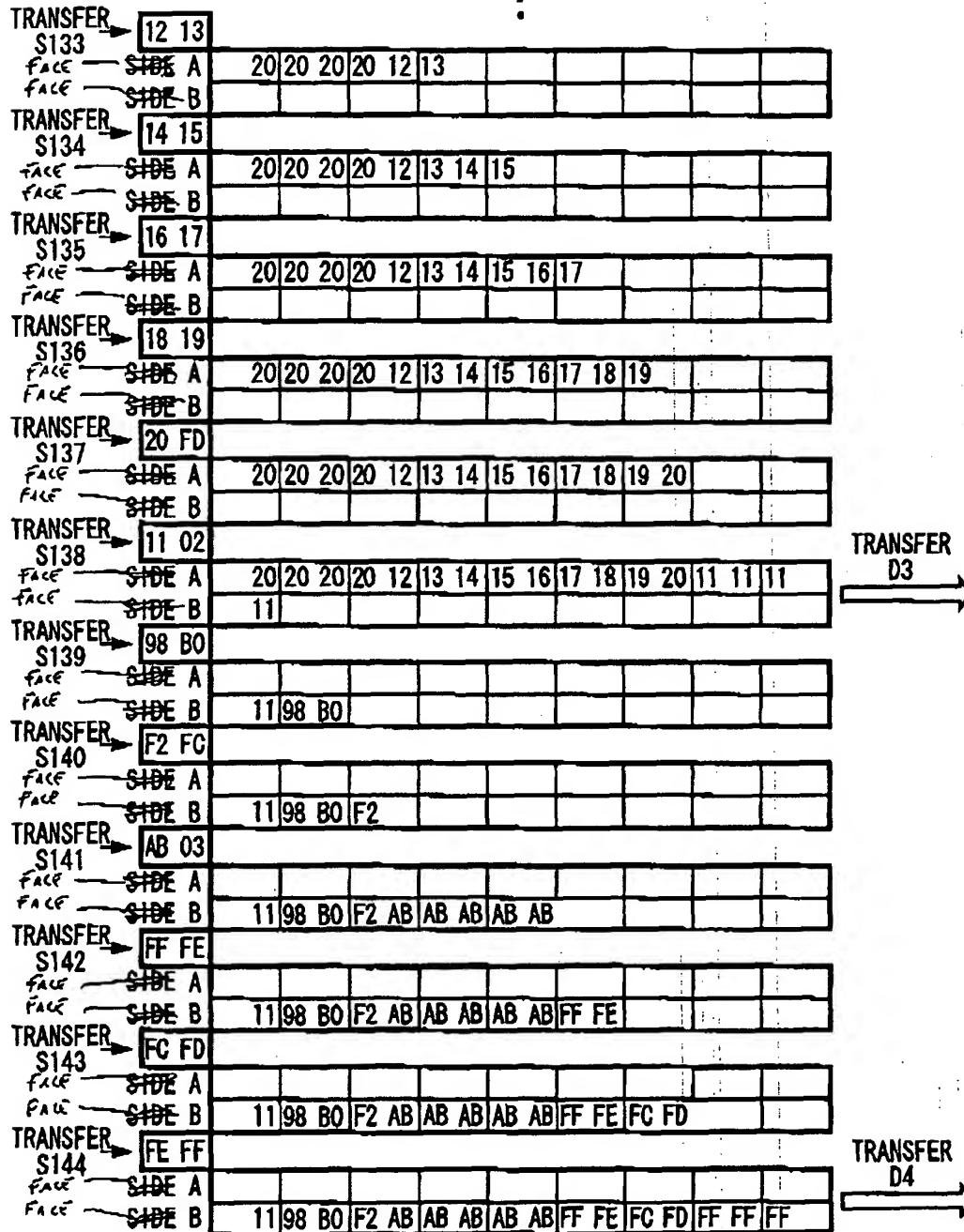


FIG. 20

TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16X4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

SETTING CONDITIONS 21/36

VERTICAL LIST WITHOUT CHANGE
 GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16 X 4)
 LINE BYTE NUMBER: 16 BYTES
 DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 21A

D1↓

00	01	00	00	00	00	00	00	...	00	00
01	01	00	00	00	00	00	00	...	00	00
02	78	00	00	00	00	00	00	...	00	00
55	44	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
11	11	00	00	00	00	00	00	...	00	00
11	00	00	00	00	00	00	00	...	00	00

FIG. 21B

D2↓

00	01	00	66	00	00	00	00	...	00	00
01	01	12	77	00	00	00	00	...	00	00
02	78	45	89	00	00	00	00	...	00	00
55	44	10	55	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
11	11	20	20	00	00	00	00	...	00	00
11	00	20	00	00	00	00	00	...	00	00

FIG. 21C

D3↓

00	01	00	66	00	20	00	00	...	00	00
01	01	12	77	20	20	00	00	...	00	00
02	78	45	89	20	12	00	00	...	00	00
55	44	10	55	13	14	00	00	...	00	00
FF	FF	10	10	15	16	00	00	...	00	00
FF	FF	10	10	17	18	00	00	...	00	00
FF	FF	10	10	19	20	00	00	...	00	00
11	11	20	20	11	11	00	00	...	00	00
11	00	20	00	11	00	00	00	...	00	00

FIG. 21D

D4↓

00	01	00	66	00	20	00	11	...	00	00
01	01	12	77	20	20	98	B0	...	00	00
02	78	45	89	20	12	F2	AB	...	00	00
55	44	10	55	13	14	AB	AB	...	00	00
FF	FF	10	10	15	16	AB	AB	...	00	00
FF	FF	10	10	17	18	FF	FE	...	00	00
FF	FF	10	10	19	20	FC	FD	...	00	00
11	11	20	20	11	11	FF	FF	...	00	00
11	00	20	00	11	00	FF	00	...	00	00

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER: 15 BYTES

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OPERATING CONDITIONS
 MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS
 LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS
 1 LINE BYTE: 15 BYTES

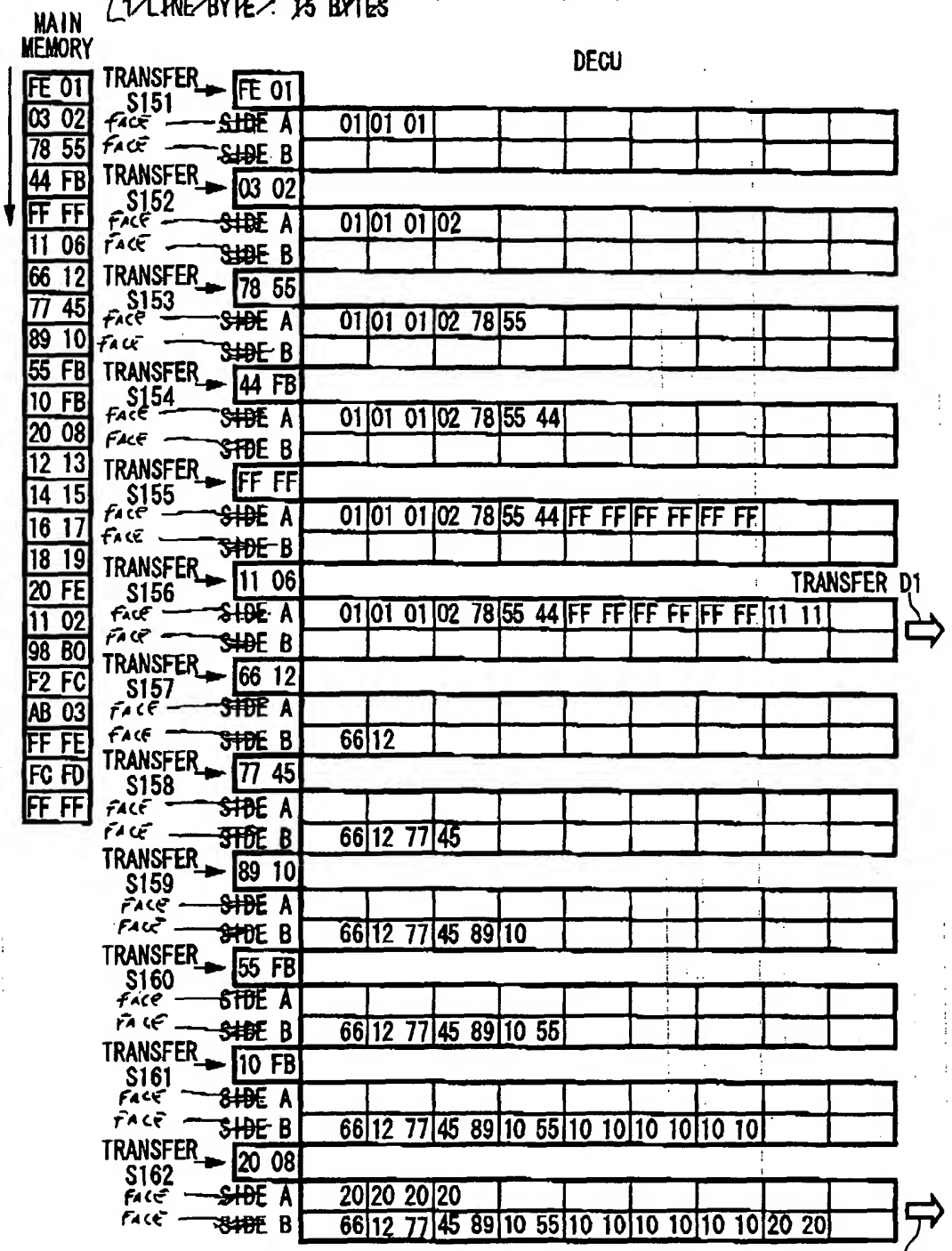


FIG. 22

TRANSFER D2

•



VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15x4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 x 4)

1 LINE BYTE NUMBER: 15 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 24A

D1 ↓

00	01	00	00	00	00	00	00	...	00	00
01	01	00	00	00	00	00	00	...	00	00
02	78	00	00	00	00	00	00	...	00	00
55	44	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
11	11	00	00	00	00	00	00	...	00	00

FIG. 24B

D2 ↓

00	01	00	66	00	00	00	00	...	00	00
01	01	12	77	00	00	00	00	...	00	00
02	78	45	89	00	00	00	00	...	00	00
55	44	10	55	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
FF	FF	10	10	00	00	00	00	...	00	00
11	11	20	20	00	00	00	00	...	00	00

FIG. 24C

D3 ↓

00	01	00	66	00	20	00	00	...	00	00
01	01	12	77	20	20	00	00	...	00	00
02	78	45	89	20	12	00	00	...	00	00
55	44	10	55	13	14	00	00	...	00	00
FF	FF	10	10	15	16	00	00	...	00	00
FF	FF	10	10	17	18	00	00	...	00	00
FF	FF	10	10	19	20	00	00	...	00	00
11	11	20	20	11	11	00	00	...	00	00

FIG. 24D

D4 ↓

00	01	00	66	00	20	00	11	...	00	00
01	01	12	77	20	20	98	B0	...	00	00
02	78	45	89	20	12	F2	AB	...	00	00
55	44	10	55	13	14	AB	AB	...	00	00
FF	FF	10	10	15	16	AB	AB	...	00	00
FF	FF	10	10	17	18	FF	FE	...	00	00
FF	FF	10	10	19	20	FC	FD	...	00	00
11	11	20	20	11	11	FF	FF	...	00	00

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN ODD ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN ODD ADDRESS
 NUMBER OF 1 LINE BUFFER: 16 BYTES

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OPERATING CONDITIONS

MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS

LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS

1 LINE/BYTE: 16 BYTES

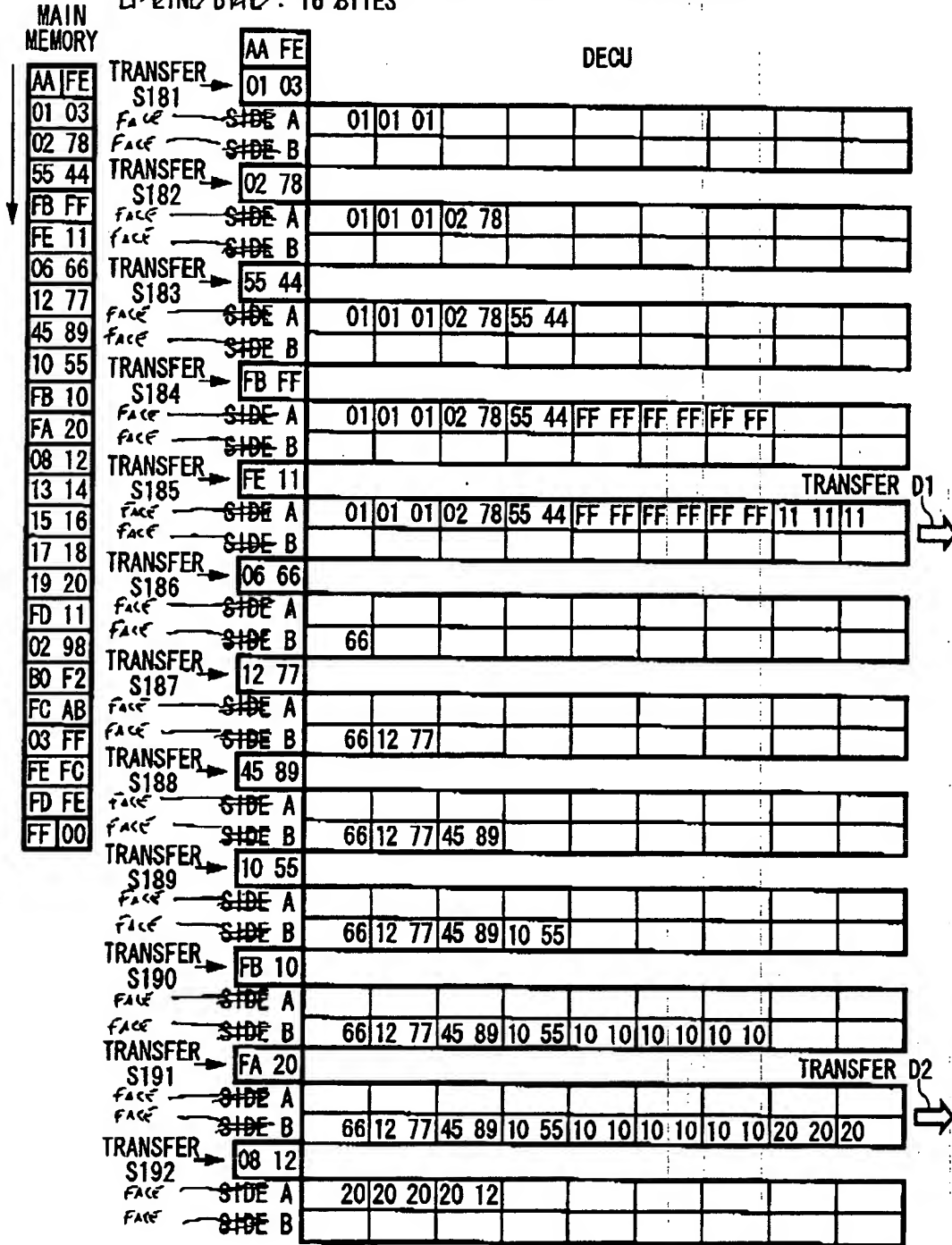


FIG. 25



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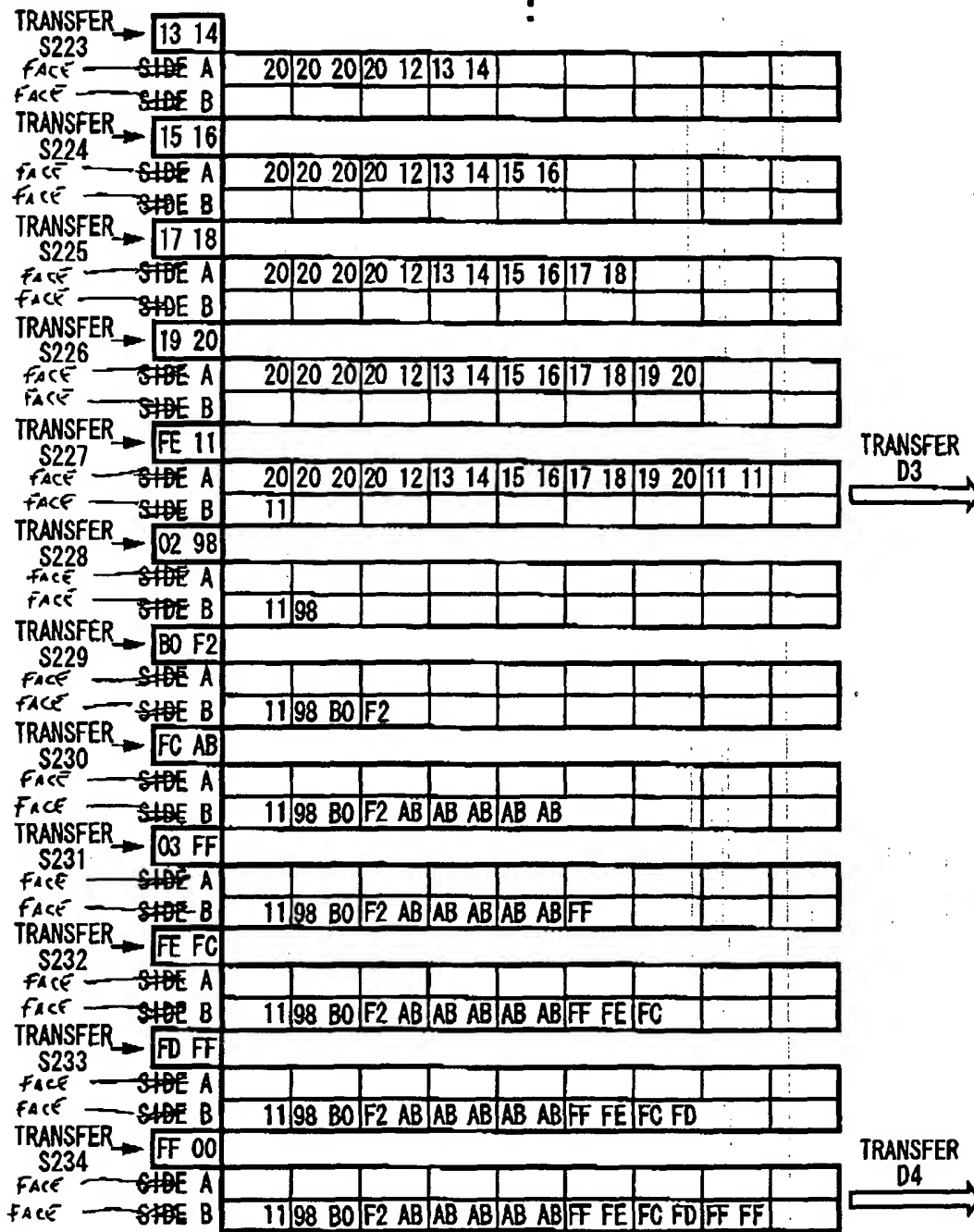


FIG. 28

VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16x4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16 x 4)

1 LINE BYTE NUMBER: 16 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 29A

D1 ↓	IMAGE 1					
01 01	00 00	00 00	00 00	...	00 00	
01 02	00 00	00 00	00 00	...	00 00	
78 55	00 00	00 00	00 00	...	00 00	
44 FF	00 00	00 00	00 00	...	00 00	
FF FF	00 00	00 00	00 00	...	00 00	
FF FF	00 00	00 00	00 00	...	00 00	
FF 11	00 00	00 00	00 00	...	00 00	
11 11	00 00	00 00	00 00	...	00 00	

FIG. 29B

D2↓	IMAGE 2					
66 12	00 00	00 00	00 00	...	00 00	
77 45	00 00	00 00	00 00	...	00 00	
89 10	00 00	00 00	00 00	...	00 00	
55 10	00 00	00 00	00 00	...	00 00	
10 10	00 00	00 00	00 00	...	00 00	
10 10	00 00	00 00	00 00	...	00 00	
10 20	00 00	00 00	00 00	...	00 00	
20 20	00 00	00 00	00 00	...	00 00	

FIG. 29C

D3 ↓		IMAGE 1				
01 01	20 20	00 00	00 00	...	00 00	
01 02	20 20	00 00	00 00	...	00 00	
78 55	12 13	00 00	00 00	...	00 00	
44 FF	14 15	00 00	00 00	...	00 00	
FF FF	16 17	00 00	00 00	...	00 00	
FF FF	18 19	00 00	00 00	...	00 00	
FF 11	20 11	00 00	00 00	...	00 00	
11 11	11 11	00 00	00 00	...	00 00	

FIG. 29D

D4↓		IMAGE 2				
66 12	11 98	00 00	00 00	...	00 00	
77 45	B0 F2	00 00	00 00	...	00 00	
89 10	AB AB	00 00	00 00	...	00 00	
55 10	AB AB	00 00	00 00	...	00 00	
10 10	AB FF	00 00	00 00	...	00 00	
10 10	FE FC	00 00	00 00	...	00 00	
10 20	FD FF	00 00	00 00	...	00 00	
20 20	FF FF	00 00	00 00	...	00 00	

NO VERTICAL LINE REARRANGEMENT
 TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16X4)
 NUMBER OF BYTES IN 1 LINE: 16 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES
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SETTING CONDITIONS
 VERTICAL LIST WITHOUT CHANGE
 GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16 X 4)
 1 LINE BYTE NUMBER: 16 BYTES
 DEVELOPMENT LINE NUMBER: 4 LINES

FIG. 30A

LOCAL MEMORY

IMAGE 1

D1 →

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 30B

IMAGE 2

D2 →

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	20
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 30C

IMAGE 1

D3 →

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	11
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	11
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 30D

IMAGE 2

D4 →

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	20
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	FF
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES : 60 BYTES (15X4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 X 4)

1 LINE BYTE NUMBER: 15 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 31A

D1↓	IMAGE 1					
01 01	00 00	00 00	00 00	...	00 00	
01 02	00 00	00 00	00 00	...	00 00	
78 55	00 00	00 00	00 00	...	00 00	
44 FF	00 00	00 00	00 00	...	00 00	
FF FF	00 00	00 00	00 00	...	00 00	
FF FF	00 00	00 00	00 00	...	00 00	
FF 11	00 00	00 00	00 00	...	00 00	
11 00	00 00	00 00	00 00	...	00 00	

FIG. 31B

D2↓	IMAGE 2					
66 12	00 00	00 00	00 00	...	00 00	
77 45	00 00	00 00	00 00	...	00 00	
89 10	00 00	00 00	00 00	...	00 00	
55 10	00 00	00 00	00 00	...	00 00	
10 10	00 00	00 00	00 00	...	00 00	
10 10	00 00	00 00	00 00	...	00 00	
10 20	00 00	00 00	00 00	...	00 00	
20 00	00 00	00 00	00 00	...	00 00	

FIG. 31C

D3↓		IMAGE 1				
01 01	20 20	00 00	00 00	...	00 00	
01 02	20 20	00 00	00 00	...	00 00	
78 55	12 13	00 00	00 00	...	00 00	
44 FF	14 15	00 00	00 00	...	00 00	
FF FF	16 17	00 00	00 00	...	00 00	
FF FF	18 19	00 00	00 00	...	00 00	
FF 11	20 11	00 00	00 00	...	00 00	
11 00	11 00	00 00	00 00	...	00 00	

FIG. 31D

D4↓		IMAGE 2				
66 12	11 98	00 00	00 00	...	00 00	
77 45	B0 F2	00 00	00 00	...	00 00	
89 10	AB AB	00 00	00 00	...	00 00	
55 10	AB AB	00 00	00 00	...	00 00	
10 10	AB FF	00 00	00 00	...	00 00	
10 10	FE FC	00 00	00 00	...	00 00	
10 20	FD FF	00 00	00 00	...	00 00	
20 00	FF 00	00 00	00 00	...	00 00	

N VERTICAL LINE REARRANGEMENT

TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15x4)

NUMBER OF BYTES IN 1 LINE: 15 BYTES

NUMBER OF DEVELOPED LINES: 4 LINES 32/36

SETTING CONDITION

VERTICAL LIST WITHOUT CHANGE

GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 x 4)

1 LINE BYTE NUMBER: 15 BYTES

DEVELOPMENT LINE NUMBER: 4 LINES

LOCAL MEMORY

FIG. 32A

IMAGE 1

D1→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32B

IMAGE 2

D2→

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32C

IMAGE 1

D3→

01	01	01	02	78	55	44	FF
FF	FF	FF	FF	FF	11	11	00
20	20	20	20	12	13	14	15
16	17	18	19	20	11	11	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

FIG. 32D

IMAGE 2

D4→

66	12	77	45	89	10	55	10
10	10	10	10	10	20	20	00
11	98	B0	F2	AB	AB	AB	AB
AB	FF	FE	FC	FD	FF	FF	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00
00	00	00	00	00	00	00	00

- VERTICAL LINE REARRANGEMENT PERFORMED
- TOTAL NUMBER OF DEVELOPED BYTES: 64 BYTES (16x4)
- NUMBER OF BYTES IN 1 LINE: 16 BYTES
- NUMBER OF DEVELOPED LINES: 4 LINES

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 SETTING CONDITIONS
 VERTICAL LIST WITHOUT CHANGE
 GENERAL DEVELOPMENT BYTE NUMBER: 64 BYTES (16 x 4)
 1 LINE BYTE NUMBER: 16 BYTES
 DEVELOPMENT LINE NUMBER: 4 LINES

FIG. 33A

LOCAL MEMORY

D1↓ IMAGE 1

00	01	00	00	00	00	00	00	...	00	00
01	01	00	00	00	00	00	00	...	00	00
02	78	00	00	00	00	00	00	...	00	00
55	44	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
11	11	00	00	00	00	00	00	...	00	00
11	00	00	00	00	00	00	00	...	00	00

FIG. 33B

D2↓ IMAGE 2

00	66	00	00	00	00	00	00	...	00	00
12	77	00	00	00	00	00	00	...	00	00
45	89	00	00	00	00	00	00	...	00	00
10	55	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
20	20	00	00	00	00	00	00	...	00	00
20	00	00	00	00	00	00	00	...	00	00

FIG. 33C

D3↓ IMAGE 1

00	01	00	20	00	00	00	00	...	00	00
01	01	20	20	00	00	00	00	...	00	00
02	78	20	12	00	00	00	00	...	00	00
55	44	13	14	00	00	00	00	...	00	00
FF	FF	15	16	00	00	00	00	...	00	00
FF	FF	17	18	00	00	00	00	...	00	00
FF	FF	19	20	00	00	00	00	...	00	00
11	11	11	11	00	00	00	00	...	00	00
11	00	11	00	00	00	00	00	...	00	00

FIG. 33D

D4↓ IMAGE 2

00	66	00	11	00	00	00	00	...	00	00
12	77	98	80	00	00	00	00	...	00	00
45	89	F2	AB	00	00	00	00	...	00	00
10	55	AB	AB	00	00	00	00	...	00	00
10	10	AB	AB	00	00	00	00	...	00	00
10	10	FF	FE	00	00	00	00	...	00	00
10	10	FC	FD	00	00	00	00	...	00	00
20	20	FF	FF	00	00	00	00	...	00	00
20	00	FF	00	00	00	00	00	...	00	00

VERTICAL LINE REARRANGEMENT PERFORMED
 TOTAL NUMBER OF DEVELOPED BYTES: 60 BYTES (15x4)
 NUMBER OF BYTES IN 1 LINE: 15 BYTES
 NUMBER OF DEVELOPED LINES: 4 LINES

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SETTING CONDITIONS

VERTICAL LIST WITHOUT CHANGE
 GENERAL DEVELOPMENT BYTE NUMBER: 60 BYTES (15 x 4)
 1 LINE BYTE NUMBER: 15 BYTES
 DEVELOPMENT LINE NUMBER: 4 LINES

FIG. 34A

LOCAL MEMORY

D1↓ IMAGE 1

00	01	00	00	00	00	00	00	...	00	00
01	01	00	00	00	00	00	00	...	00	00
02	78	00	00	00	00	00	00	...	00	00
55	44	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
FF	FF	00	00	00	00	00	00	...	00	00
11	11	00	00	00	00	00	00	...	00	00

FIG. 34B

D2↓ IMAGE 2

00	66	00	00	00	00	00	00	...	00	00
12	77	00	00	00	00	00	00	...	00	00
45	89	00	00	00	00	00	00	...	00	00
10	55	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
10	10	00	00	00	00	00	00	...	00	00
20	20	00	00	00	00	00	00	...	00	00

FIG. 34C

D3↓ IMAGE 1

00	01	00	20	00	00	00	00	...	00	00
01	01	20	20	00	00	00	00	...	00	00
02	78	20	12	00	00	00	00	...	00	00
55	44	13	14	00	00	00	00	...	00	00
FF	FF	15	16	00	00	00	00	...	00	00
FF	FF	17	18	00	00	00	00	...	00	00
FF	FF	19	20	00	00	00	00	...	00	00
11	11	11	11	00	00	00	00	...	00	00

FIG. 34D

D4↓ IMAGE 2

00	66	00	11	00	00	00	00	...	00	00
12	77	98	B0	00	00	00	00	...	00	00
45	89	F2	AB	00	00	00	00	...	00	00
10	55	AB	AB	00	00	00	00	...	00	00
10	10	AB	AB	00	00	00	00	...	00	00
10	10	FF	FE	00	00	00	00	...	00	00
10	10	FC	FD	00	00	00	00	...	00	00
20	20	FF	FF	00	00	00	00	...	00	00

MAIN MEMORY SIDE: STARTING ADDRESS OF RUN LENGTH DATA IS AN EVEN ADDRESS
 LOCAL MEMORY SIDE: STARTING ADDRESS OF IMAGE DATA IS AN EVEN ADDRESS
 NUMBER OF 1 LINE BUFFER: 16 BYTES

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~~OPERATING CONDITIONS~~

~~MAIN MEMORY: RUN LENGTH DATA START ADDRESS, EVEN ADDRESS~~

~~LOCAL MEMORY: IMAGE DATA START ADDRESS, EVEN ADDRESS~~

~~1 LINE BYTE: 16 BYTES~~

DECU

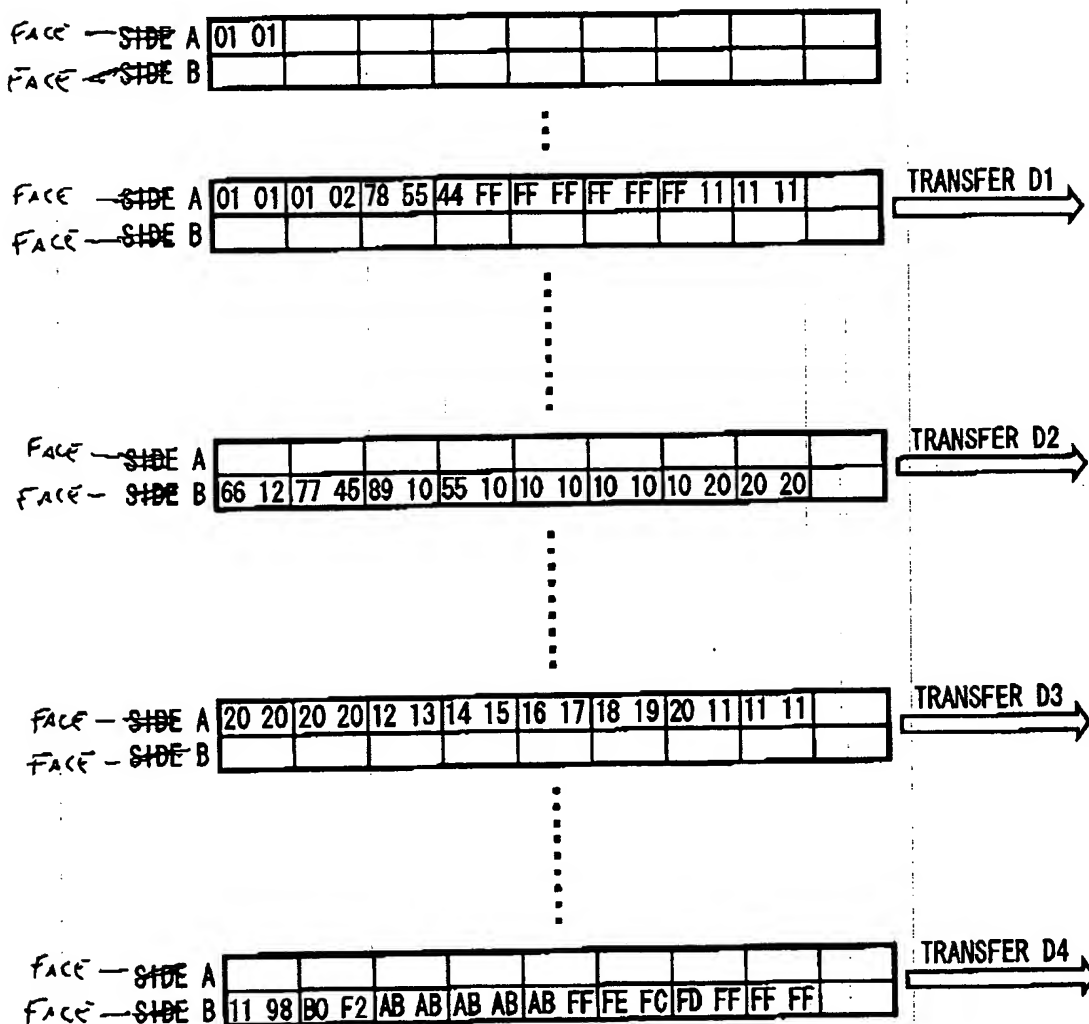


FIG. 35

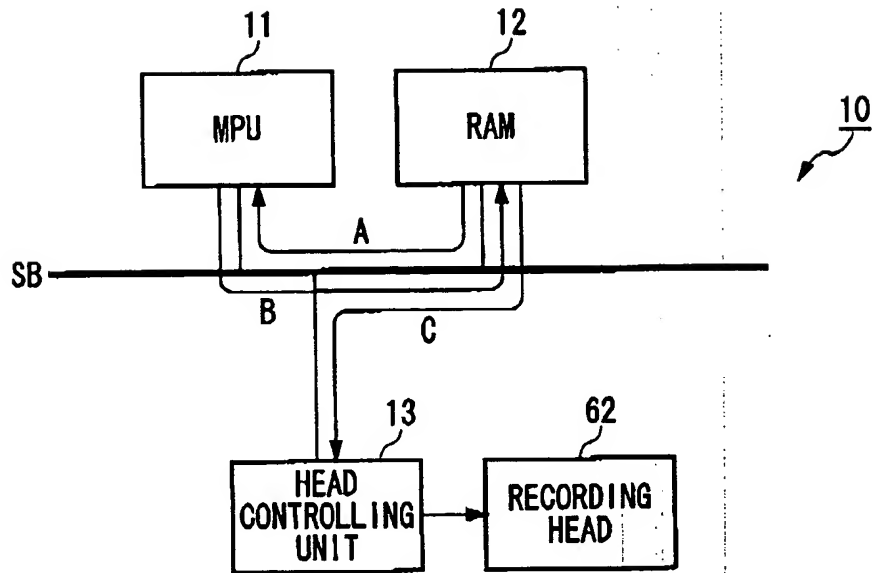


FIG. 36